#### THE CITY OF SAN DIEGO





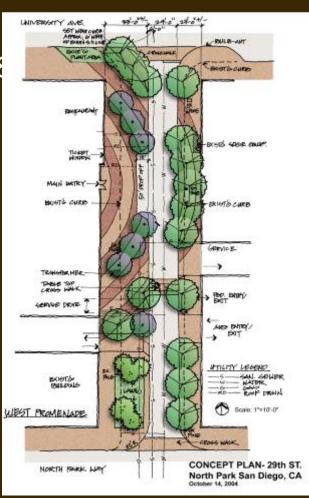


# North Park Mini-Park & Associated Streetscapes



# PROJECT PROCESS

- Previous Planning Efforts
  - Greater North Park Community Plan, 198
  - North Park Theater Plaza, 2004
  - General Plan, 2008
  - North Park Parking Management Plan,
    2010
  - Other
- Concurrent Planning Projects & Processes
  - Greater North Park Community Plan Update
  - University Ave Mobility Plan & EIR
  - Jefferson Elementary School Joint Use Improvements
  - Other



**Existing Conditions** & Vision

Prelim. Design Concepts

Community

Meeting #2

Refined Design Concepts

Community

Meeting #3

+North Park

Rec. Council





Planning Committee





Board



Mini **Park GDP** & Streetscape **Master Plan** 

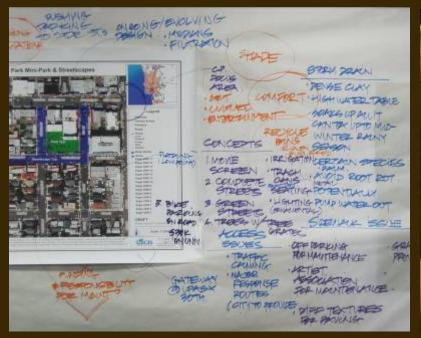


Stakeholder Interviews

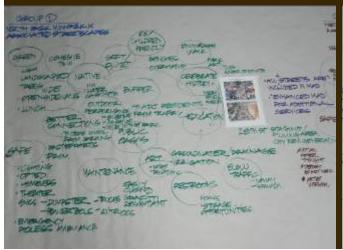


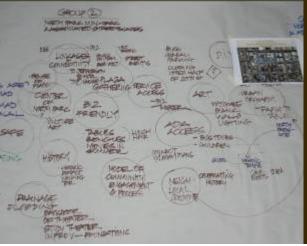
Community Workshop #1













## Workshop #1:

Community Workshop #1: Visioning Session





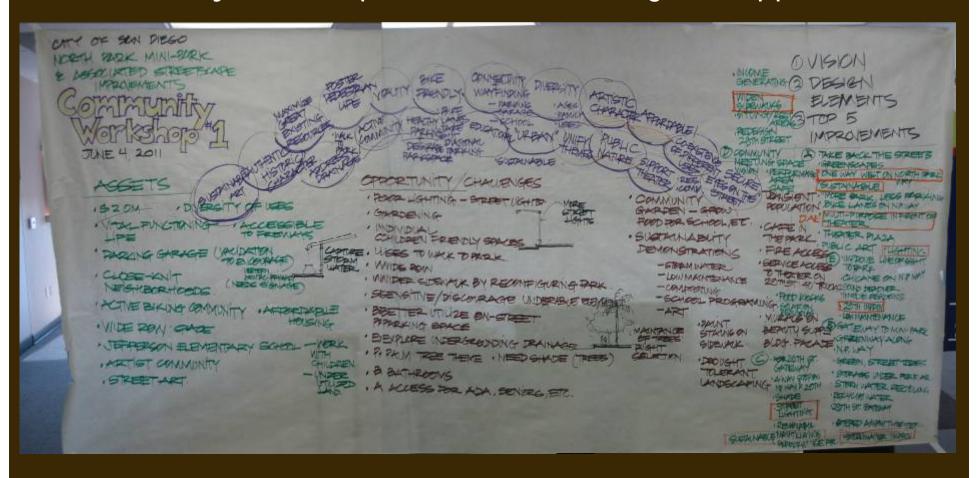






# COMMUNITY VISION

Community Workshop #1: Assets Challenges & Opportunities





**ASSETS** 

#### Assets

- Diversity and proximity of uses and destinations (University Ave, Jefferson School, etc)
- Close-knit affordable neighborhood
- Authentic, vital, cohesive and diverse culture
- Artistic community
- Historic character





#### Assets

- A central, under-utilized space for a park
- Wide right-of-way (streets)
- Under-utilized parking garage
- Active biking community
- Available (partial) funding







### CHALLENGES

#### Challenges & Opportunities

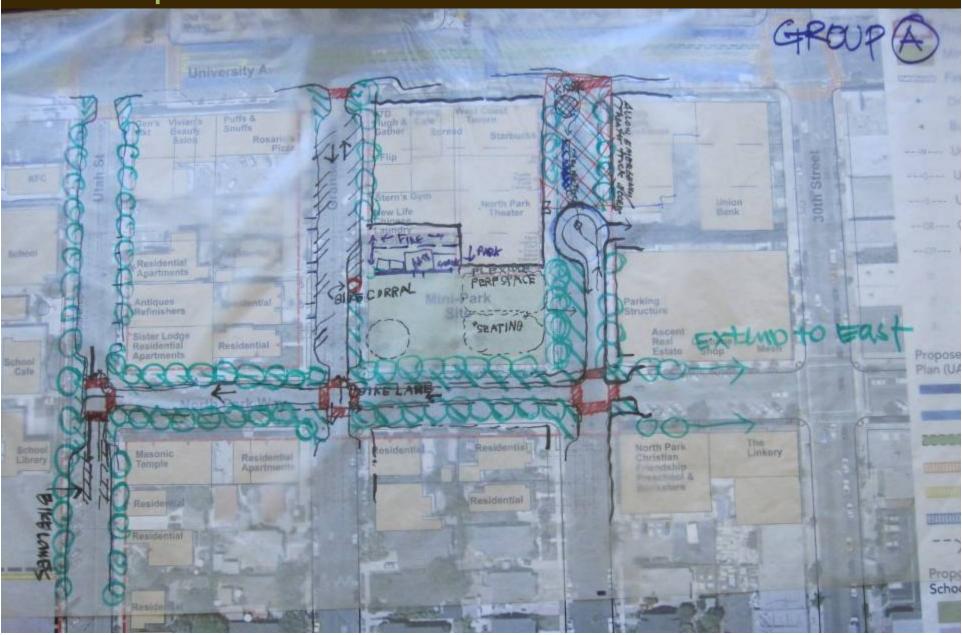
- Accommodating multiple desired uses for the park from multiple interest groups
- Creating a safe, pedestrian friendly environment through design & programming
- Celebrating and integrating North Park character
- Addressing potential noise disturbances affecting neighboring residents
- Minimizing impacts to local businesses and Jefferson Elementary School
- Addressing access to the adjoining properties

#### Challenges & Opportunities

- Balancing the multi-modal needs of automobile, pedestrian and bicycle traffic, while improving overall traffic safety
- Enhancing awareness of and access to parking structure
- Reducing on-street parking
- Improving stormwater drainage
- Designing around above-ground utilities, or undergrounding
- Applying an appropriate mix of plant and tree species

# POTENTIAL IMPROVEMENTS & OPPORTUNITIES

# Group A



Group A Kan Paved Pedestrian Plaza (Allows **Emergency Vehicle University Avenue** & Theater Truck Add Bike Lanes Access) Along Utah & North Park Way Street Create Roundabout Mini Park Site in Front of Theater Make North Park Way One-way Widen Sidewalks & Flex Space **Expand Park Footprint** Performing Arts Space Add Crosswalks Flexible North Park Way Performance Space Legend Bike Lane Paved Play Area (0.49 acre) Realigned Street Pedestrian/Car Plaza Crosswalk Jefferson Greenway Landscaping Elementary School Expanded Sidewalk Joint Use **Expansion Area** Fire Easment 18

# Group A: Priority Improvements

- Traffic Calming, Make North Park Way One-way to Utah
- Multi-purpose, Multi-use in Mini-Park
- Improved Business Access
- Widen Sidewalks

# Group B



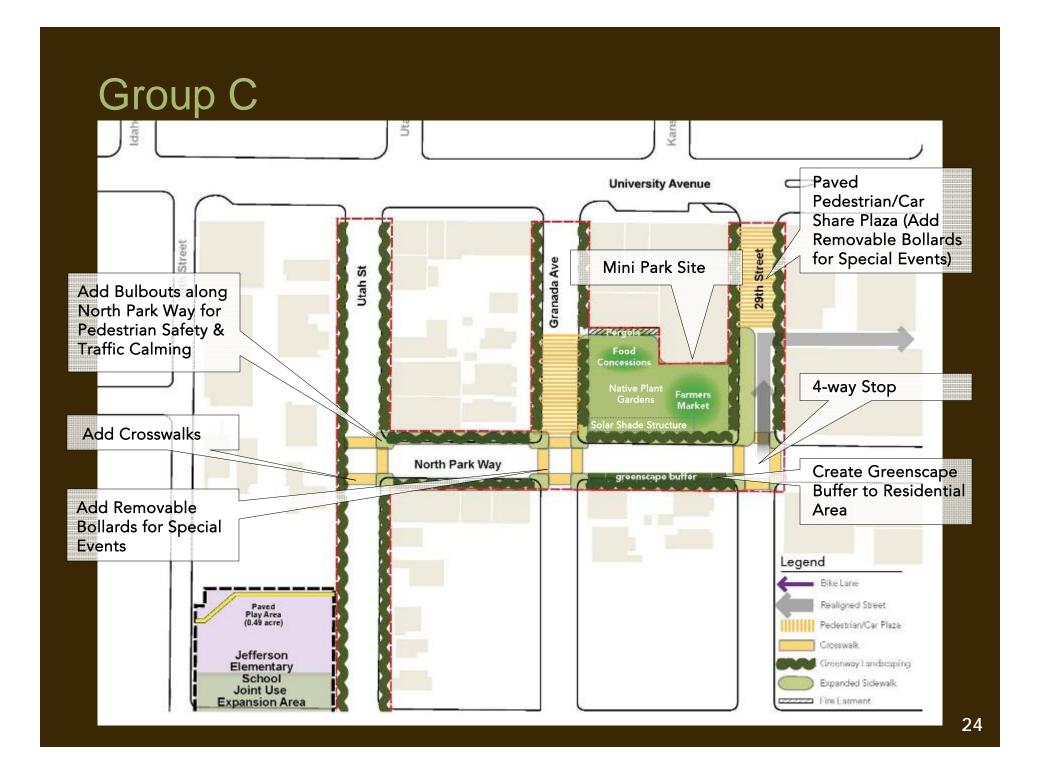
#### Group B Kans Create Gateway **University Avenue** Add Bike Lanes Along Utah Street Mini Park Site Paved 29th Pedestrian/Car Share Plaza Narrow North Park Way, Remove/ Reduce Parking & Widen Sidewalks & Move South **Expand Park** Footprint North Park Way Legend Bike Lane Realigned Street Play Area (0.49 acre) Pedestrian/Car Plaza Crosswalk Jefferson Greenway Landscaping Elementary School Expanded Sidewalk Joint Use **Expansion Area** Fire Easment 21

### Group B: Priority Improvements

- Narrow Streets : Bigger Park
- Flexible Spaces
- Gateways
- 29<sup>th</sup> Street
- Trees, Paving, Planters

# Group C



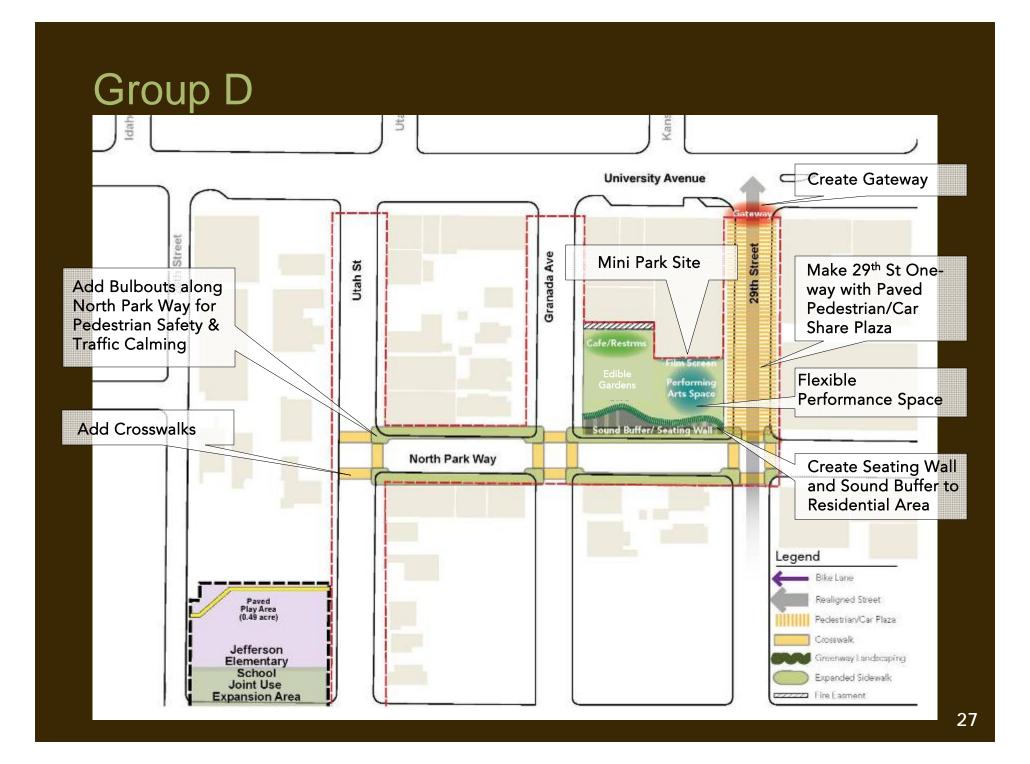


#### Group C: Priority Improvements

- 4-Way Stop @ 29<sup>th</sup> St. & North Park Way
- Add Adjustable Bollards For Special Events on 29<sup>th</sup> Between Alley & University Ave.
- Add Adjustable Bollards on North Park Way between Granada & 29<sup>th</sup>
  - (Concern Though About Special Events Next to Residential)
- Traffic Calming Along North Park Way
  - Pop-outs @ Intersections
- Incorporate Southern California indigenous landscaping & drought tolerant plants

## Group D

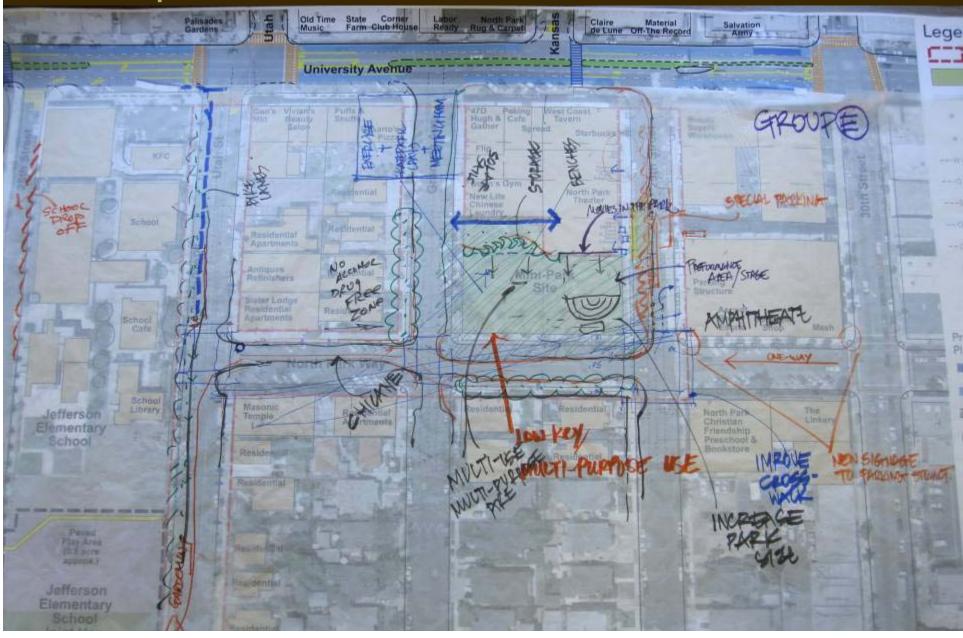




### Group D: Priority Improvements

- Vertical Gateway Entry @ University Ave.
- Pedestrians are #1
  - North Bound Reduced Parking
- Multi-use Stage
- Café/ Outdoor Food
- Wall @ North Park Way
  - Art
  - Water
  - Ramada

# Group E



Group E Kans University Avenue Add Bike Lanes Along Utah **Paved** Pedestrian/Car Street Granada Ave Mini Park Site Share Plaza Utah St 29th Make North Park Way One-way Storage Widen Sidewalks & **Expand Park** Footprint Arts Space Add Crosswalks Flexible Performance Space North Park Way Legend Bike Lane Realigned Street Paved Play Area (0.49 acre) Pedestrian/Car Plaza Crosswalk Jefferson Elementary Greenway Landscaping School Joint Use Expanded Sidewalk **Expansion Area** 30

#### **Group E: Priority Improvements**

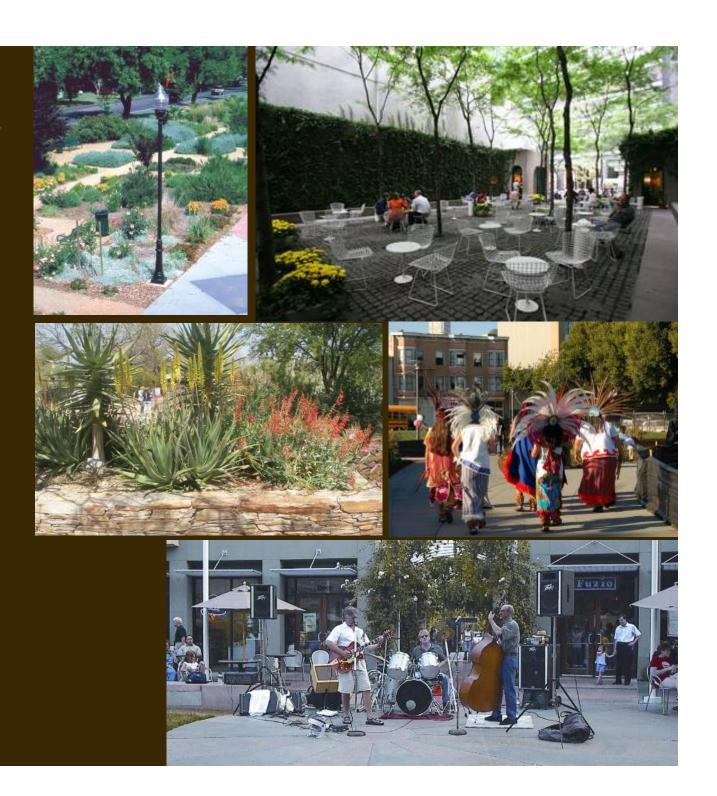
- Make "Theater Plaza" Happen!
- North Park Way One-way with Bike Lanes (Demonstration Site)
- Public Art
- Sidewalk Lighting
- Lots More Shade Trees!

# EMERGING DESIGN PROGRAM & ELEMENTS

#### COMMON

- Landscaping

   shade
   providing
   trees, buffer
   planting, etc
- Multipurpose performance space at north east corner



#### COMMON

- "Movies in the Park" using North Park Theater wall
- Urban children play elements like climbing wall, rocks, water play, etc









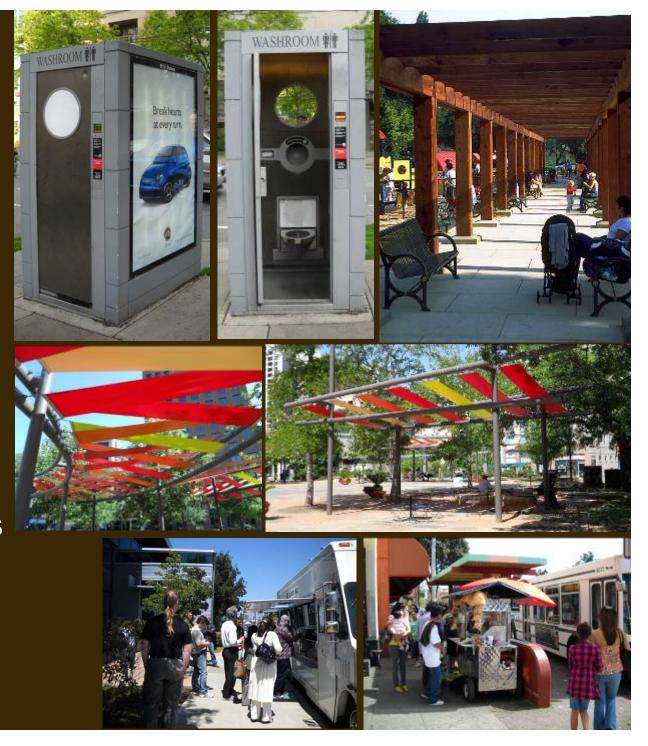
#### COMMON

- Sustainable / educational features like green walls, solar panels, community gardens, etc
- Drainage elements such as stormwater planters, bioswales, etc
- Art integrated in seat walls, individual elements
- Pedestrian level lighting
- Bike facilities like bike corals, etc



#### **OTHER**

- Paving v/s lawn
- Restrooms, Pad for Restrooms
- Storage space
- Kiosk retail elements
- Food carts
- Trellis / Pergolas
- Gateways
- Other



#### STREETS - COMMON ELEMENTS

- Trees Shade Trees
- Sidewalk Lighting
- Drainage Improvements
- Calm Traffic
- Improve Key Intersections





#### STREETS - 29th St

- "Theater Plaza"
- Public Art
- Circulation
   Modifications
   (Emergency &
   Service Access in
   All Scenarios)
  - Full closure
  - Partial closure
  - Temporary
  - One Way
- Drop off
- Gateway at University Ave



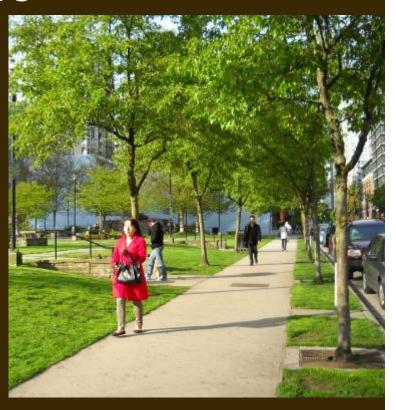




#### **STREETS – North Park Way**

#### COMMON THEMES AND ELEMENTS

- Comfortable sidewalk
- Expand park area physically and visually
- Landscape buffer to surrounding neighbors
- Calming North Park Way
  - Wider Sidewalks
  - Narrower lanes
  - Bulbouts
  - Landscaping
- Other
  - Circulation modifications:
  - One way west bound



#### STREETS - North Park Way

#### ONE WAY WEST BOUND

- Potential Benefits
  - Road width
  - Volume reduction
- Potential Issues and Challenges
  - Driver Confusion, overall connectivity & diversion
  - Safety
  - Less access to the park, businesses, school & parking structure
  - Not necessary for congestion relief
  - Impacts to other streets
  - City Council policy and Involvement
  - Environmental analysis
  - Time

#### STREETS - Granada

#### **COMMON THEMES & ELEMENTS**

- Widen sidewalk
- Expand park area physically & visually
- Improve park visibility
- Calming Granada
  - Wider Sidewalks
  - Narrower lanes
  - Bulbouts
  - Landscaping
- Other
  - Circulation modifications: Close street
  - Gateway at University Ave





#### STREETS – Utah Street

#### COMMON THEMES AND ELEMENTS

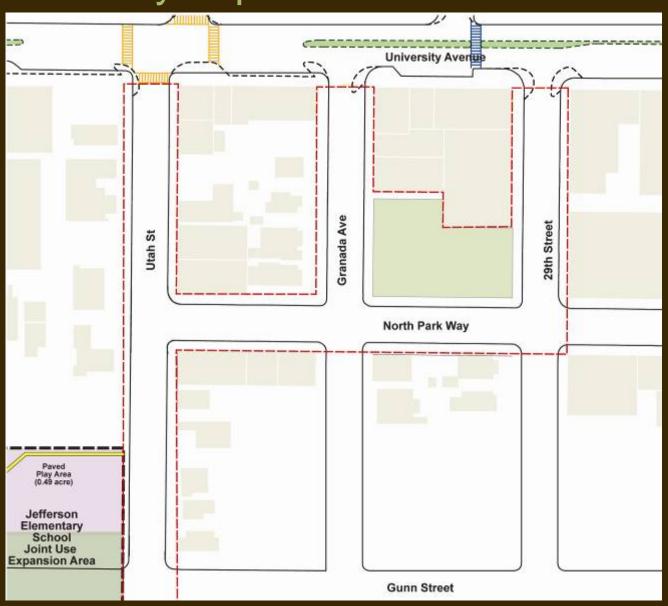
- Extend bike facilities
- Improve intersection at North Park Way
- Calm Granada
  - Wider Sidewalks
  - Narrower lanes
  - Bulbouts
  - Landscaping
- Other

# EMERGING OVERARCHING DESIGN FRAMEWORK

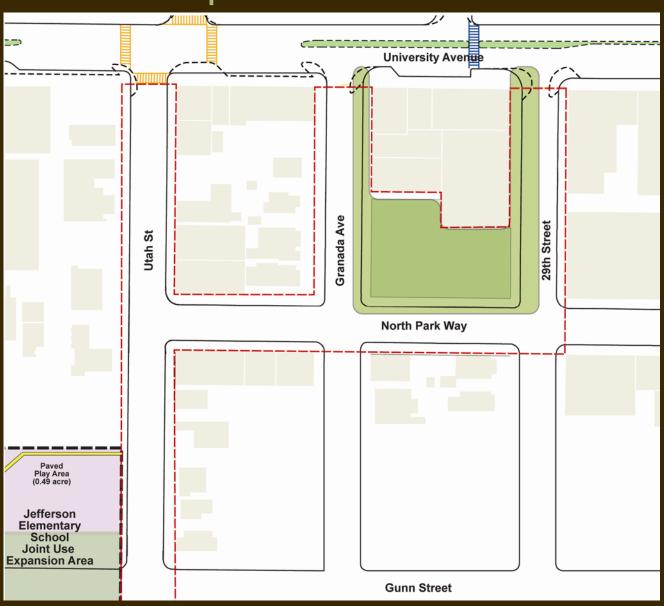
# Study Area



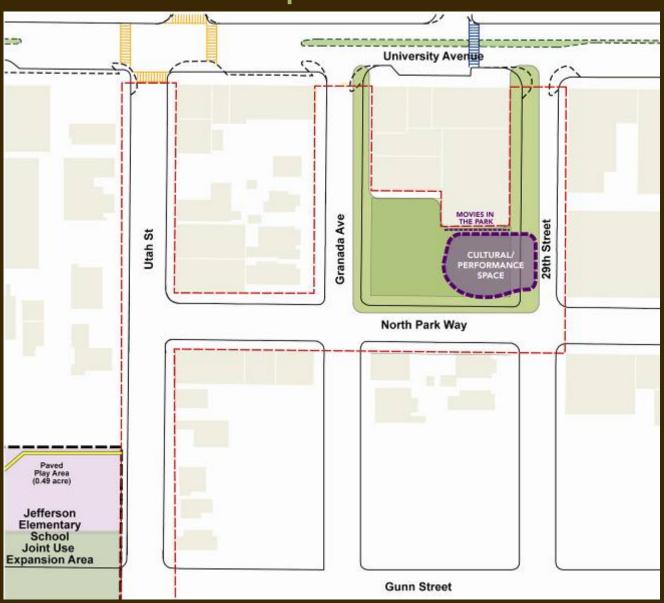
#### Planned University Improvements



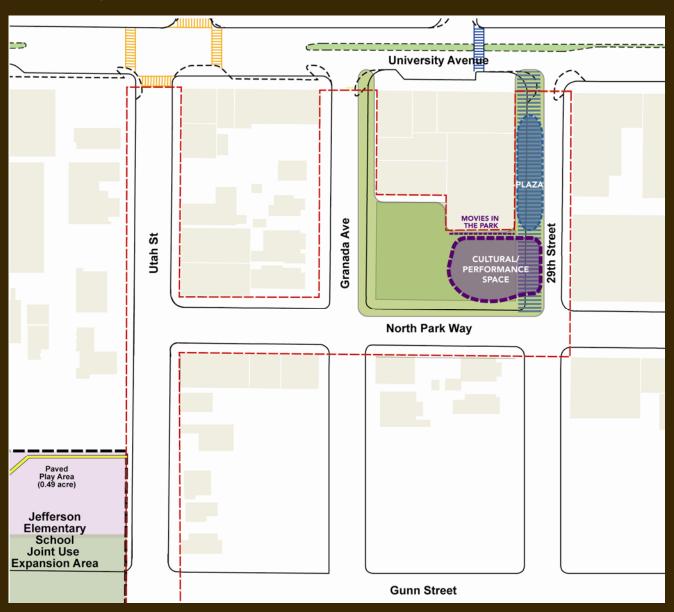
## Expanded Park Footprint



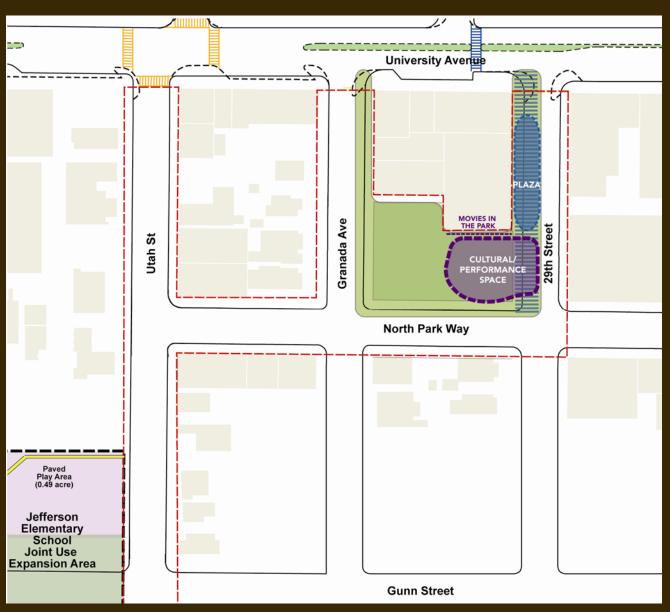
#### Cultural / Performance Space



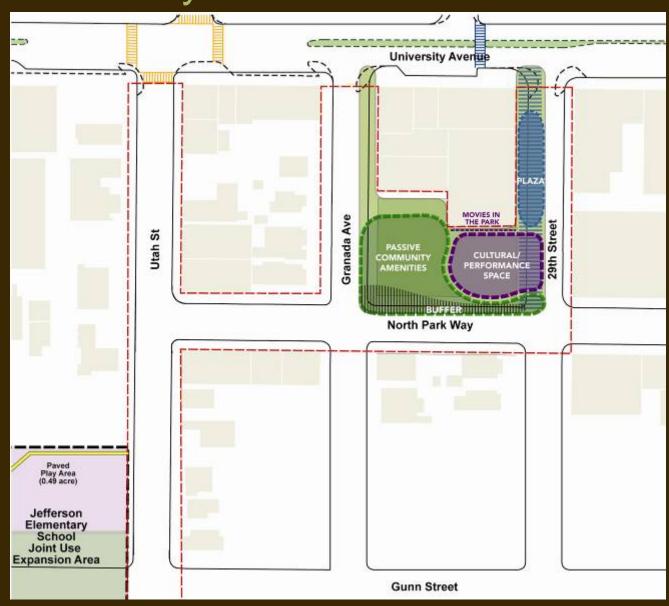
#### Theater Plaza / Promenade



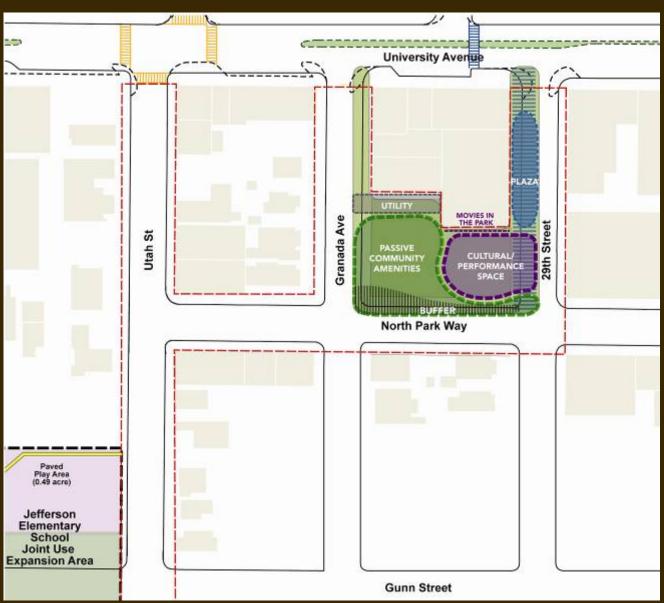
#### Theater Plaza & Promenade



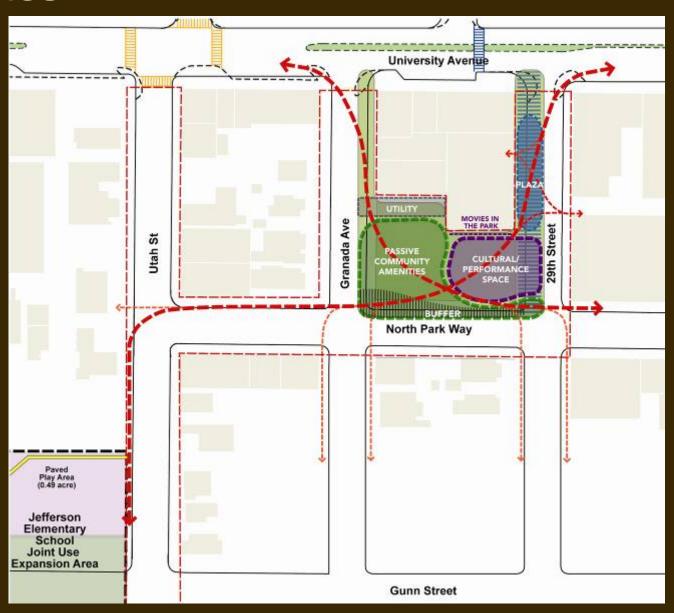
#### Passive Community Amenities & Buffer



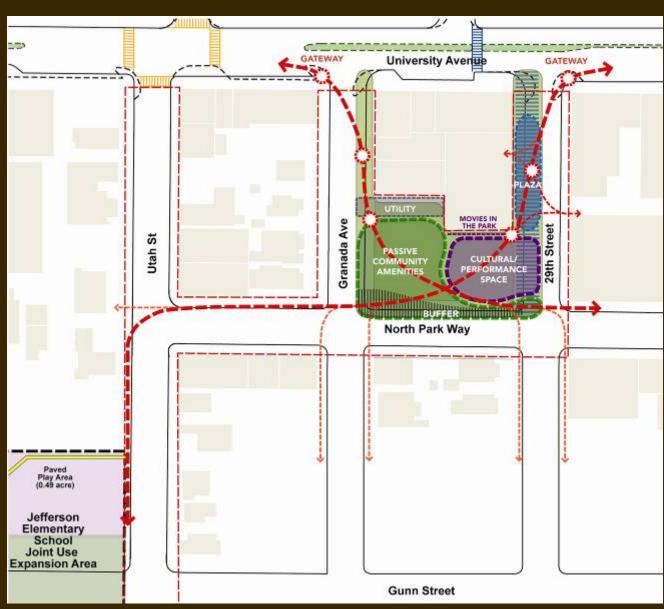
### **Utility Area**



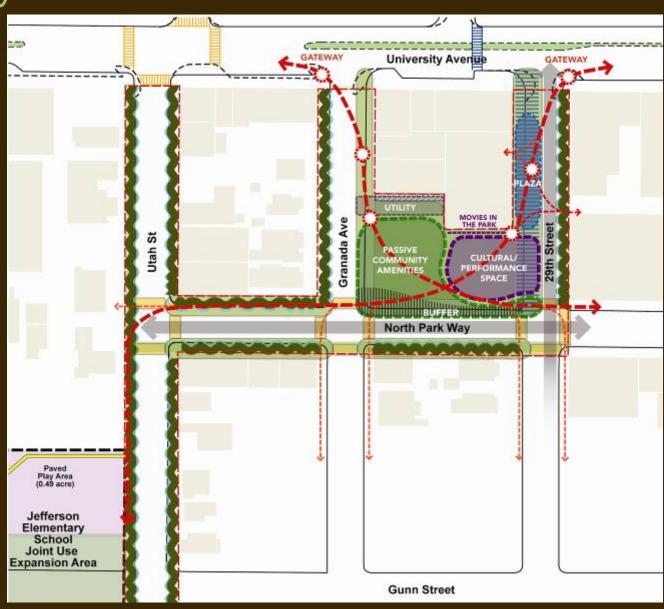
#### **Desire Lines**



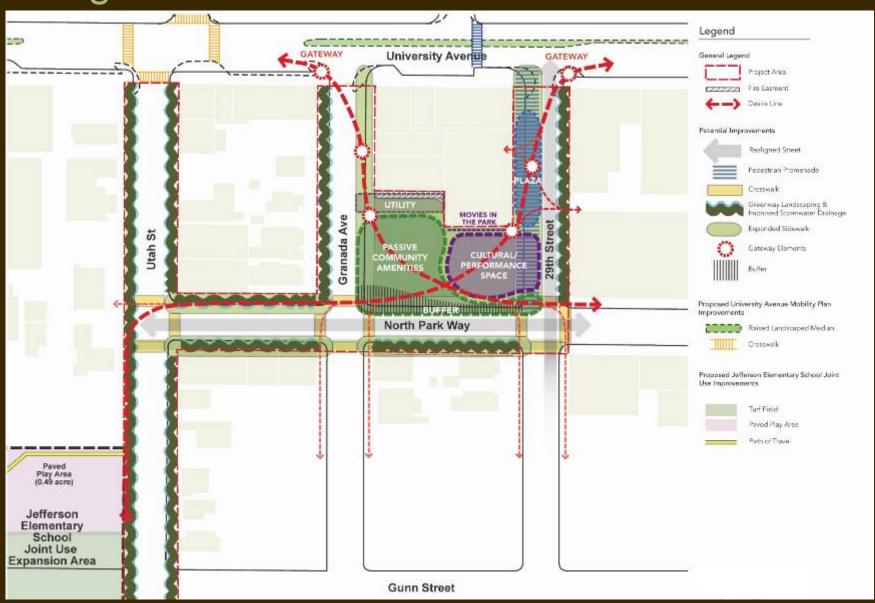
### Gateway Elements



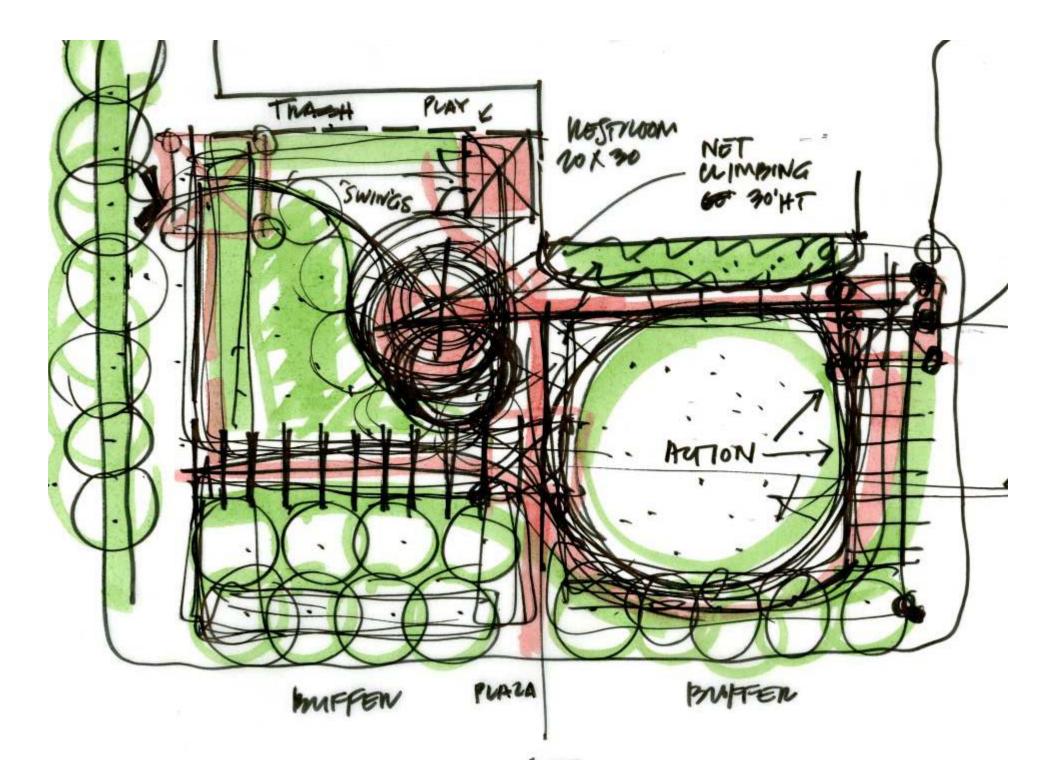
#### Greenways

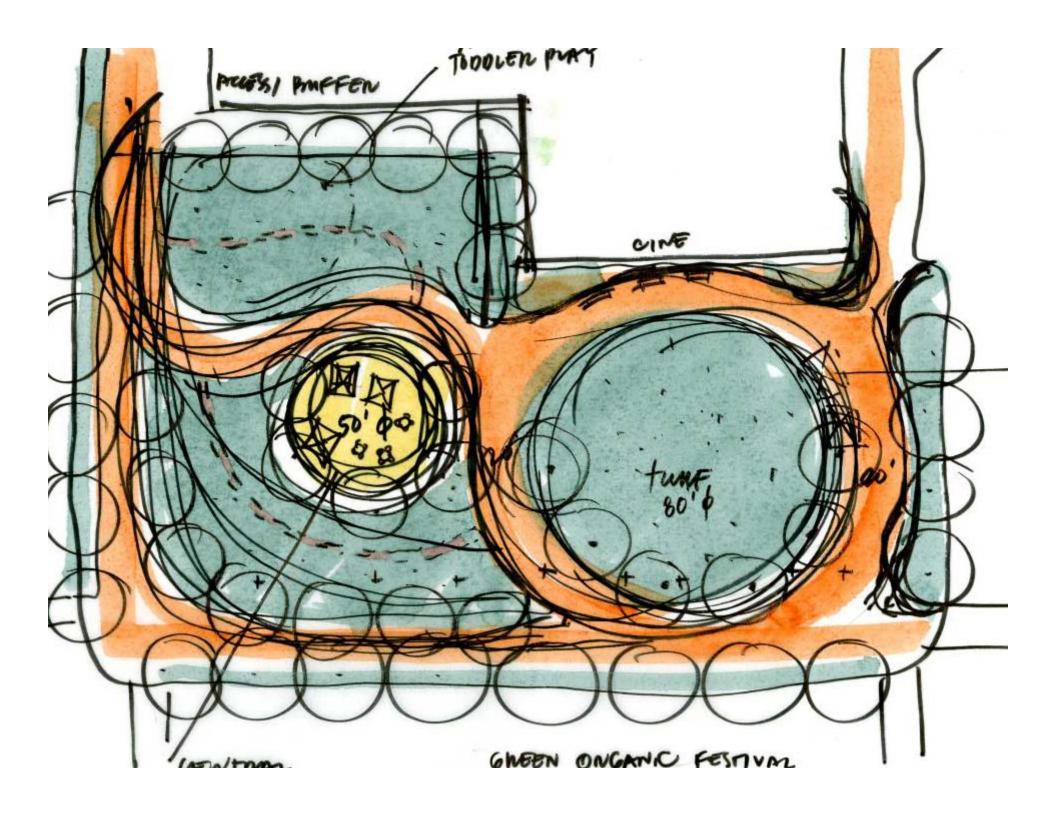


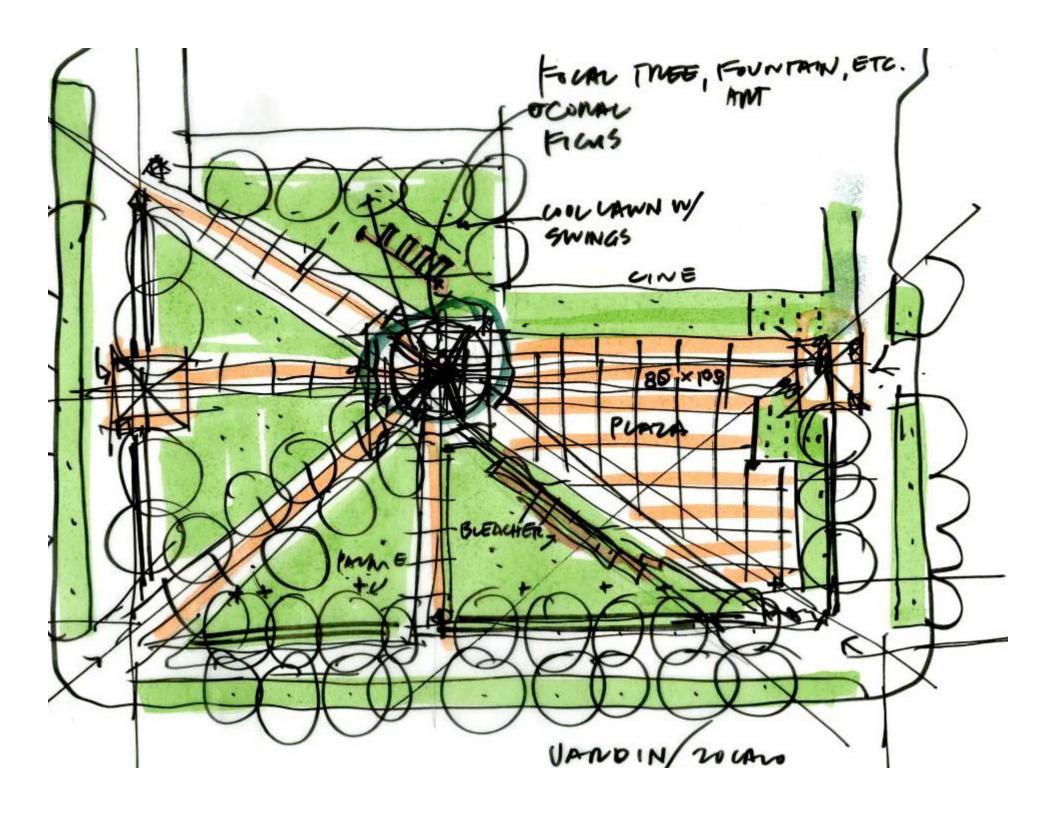
#### Design Framework

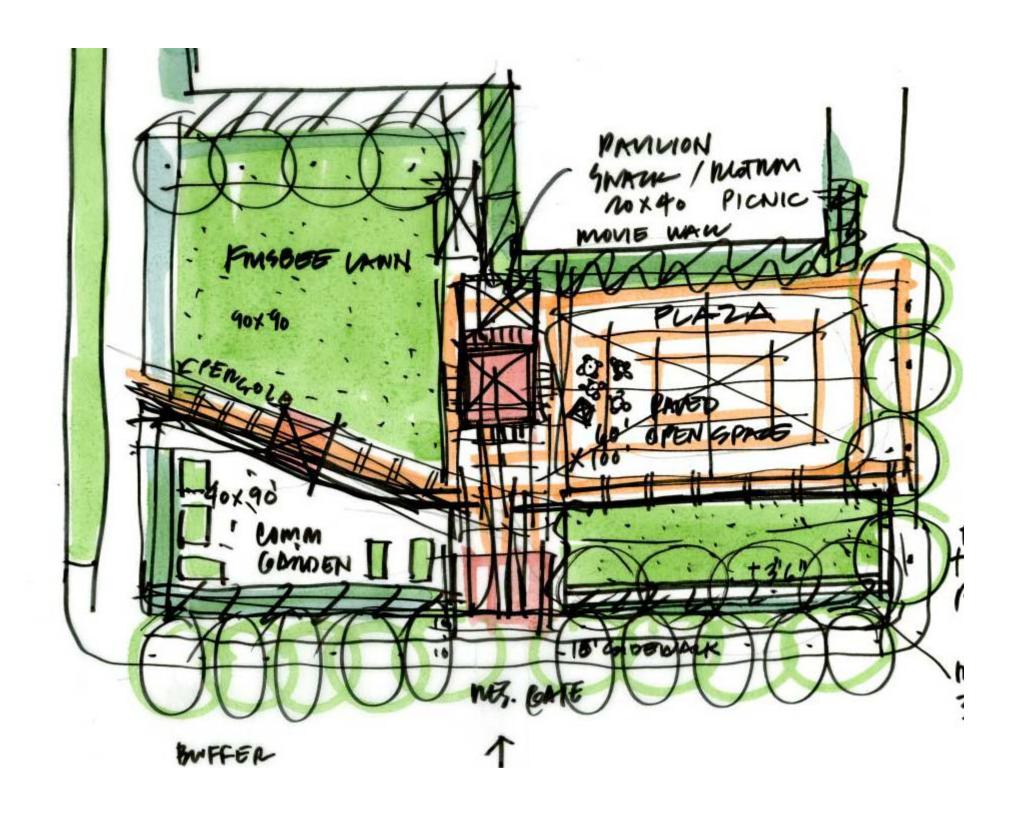


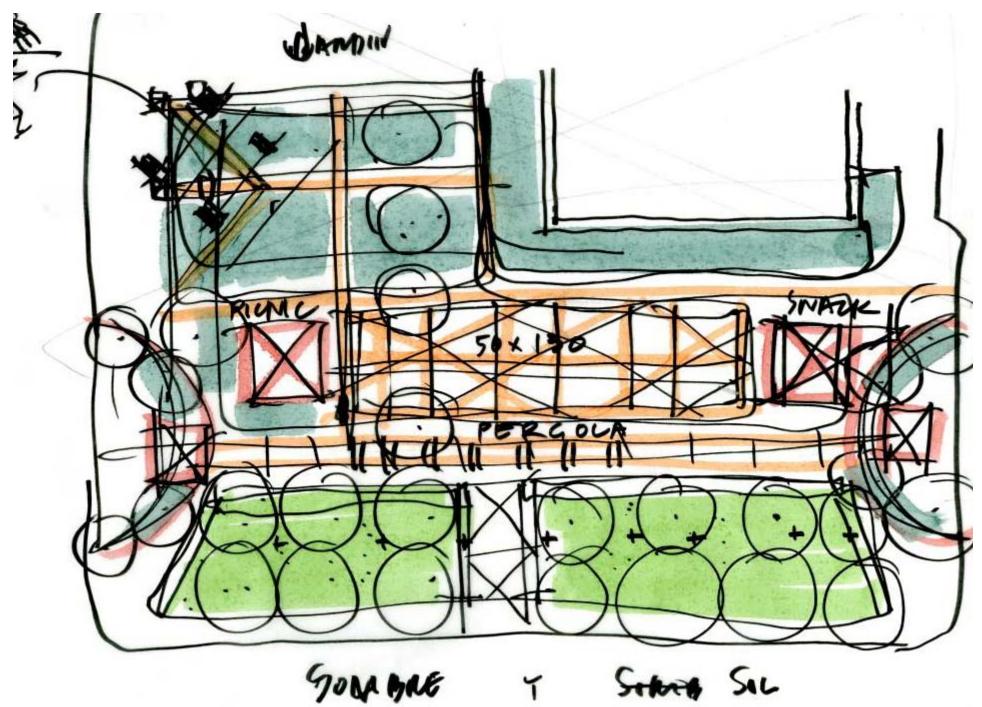
# EMERGING DESIGN ALTERNATIVES

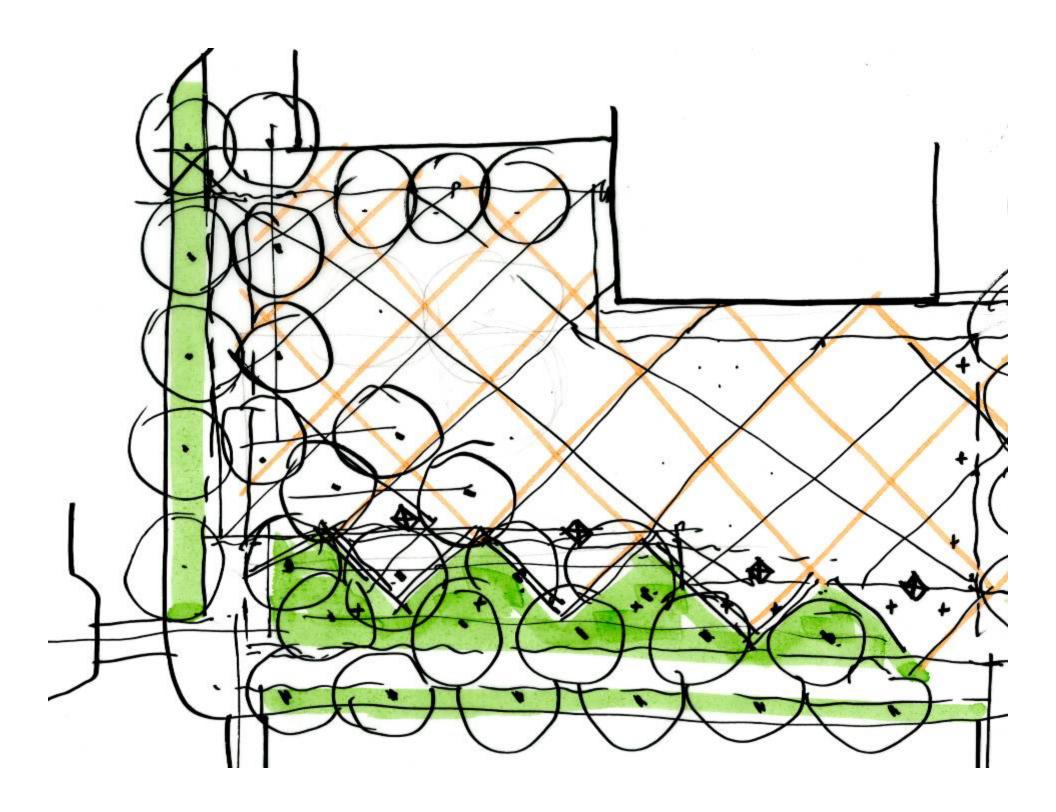
















## 2. Multi-Purpose Space - Paved







# 3. Stage







# 4. Urban Play Area





## 5. Vendor Space









# 5. Vendor Space







# 6. Wayfinding Elements







# 6. Wayfinding Elements



# 7. Storage Building







#### 8. Permanent Restrooms







# 9. Temporary Restroom Area (Portables)







10. Landscaped Buffer - Tr









#### 12. Edible Gardens





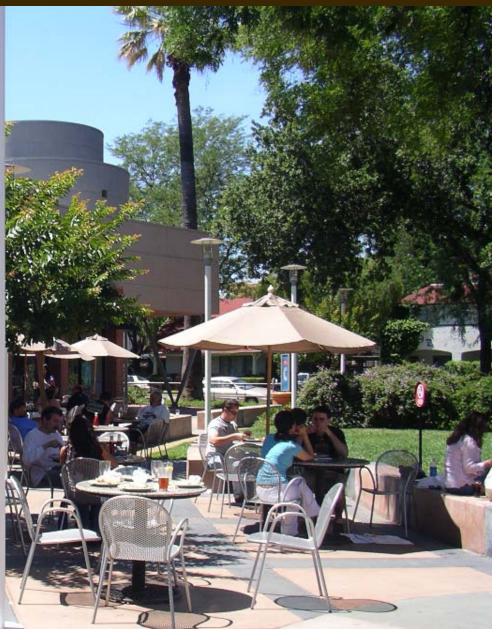


# 13. Seating



### 13. Seating



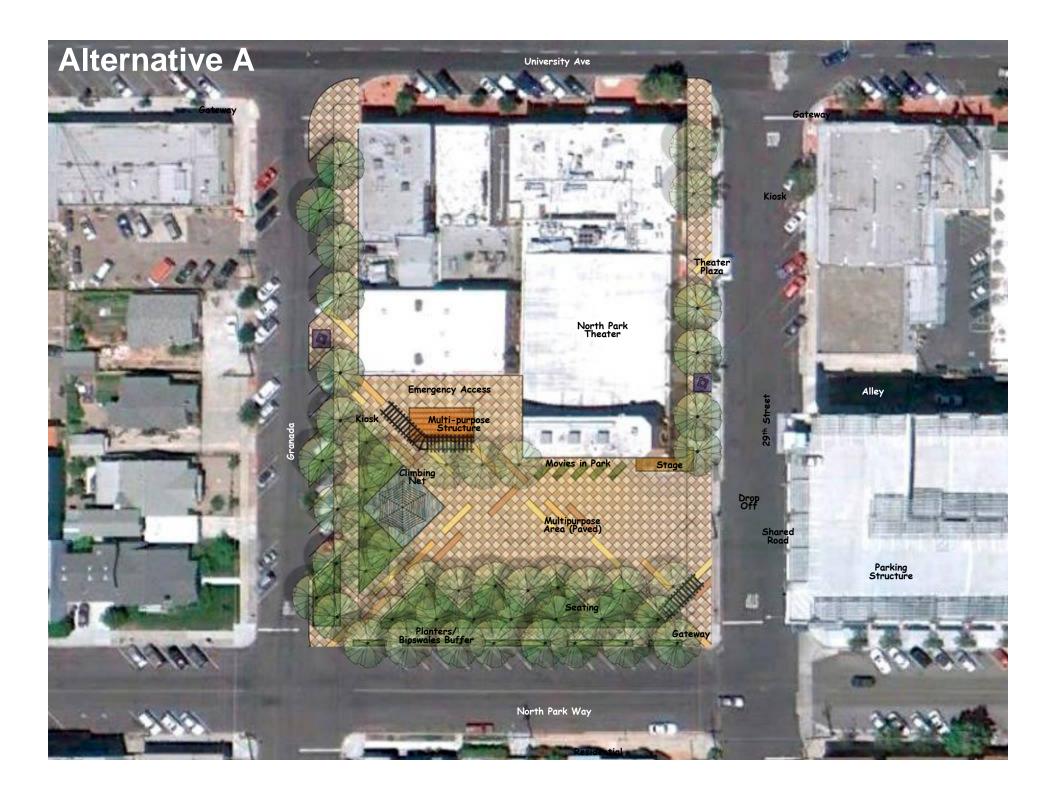


### 14. Pedestrian Level Lighting

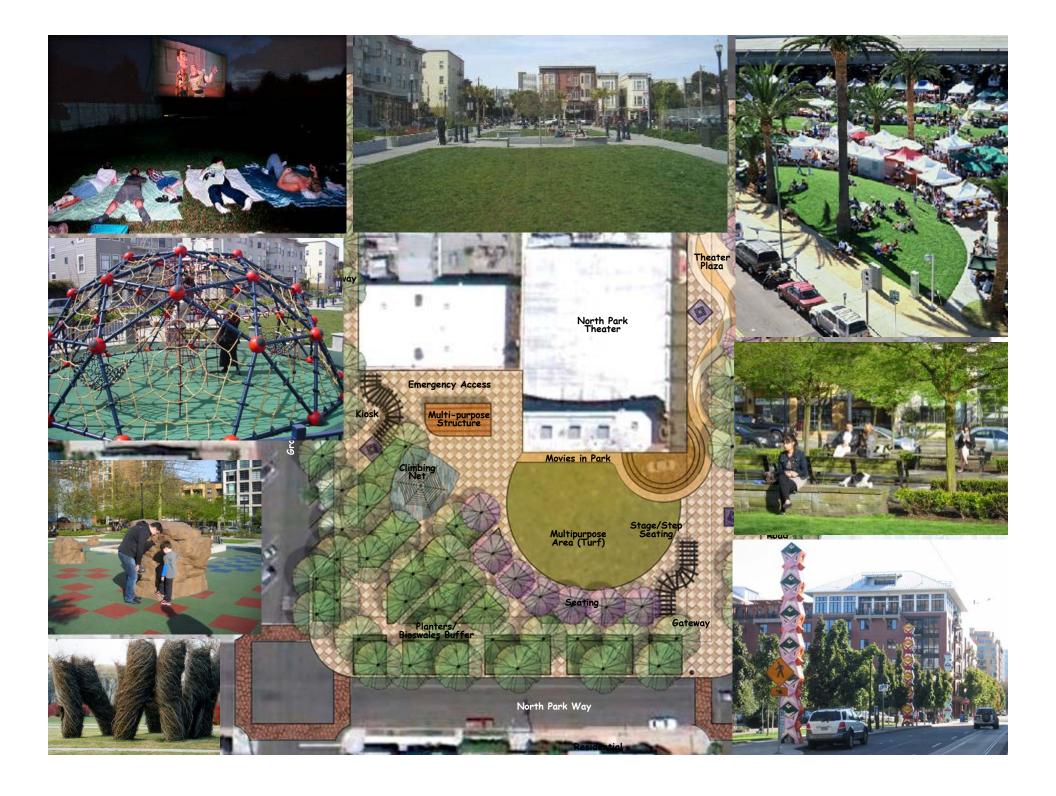












# 1. Multi-Purpose Space - Turf







### 3. Stage



### 4. Urban Play Area







### 5. Vendor Space









### 6. Wayfinding Elements









### 6. Wayfinding Elements



### 7. Storage Building







#### 8. Permanent Restrooms







# 9. Temporary Restroom Area (Portables)







10. Landscaped Buffer - Tre







### 11. Bioswales / Rain Garder







#### 12. Edible Gardens





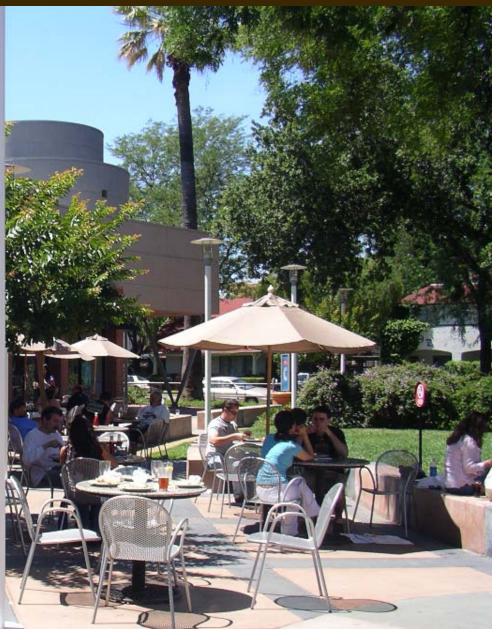


# 13. Seating



### 13. Seating





### 14. Pedestrian Level Lighting

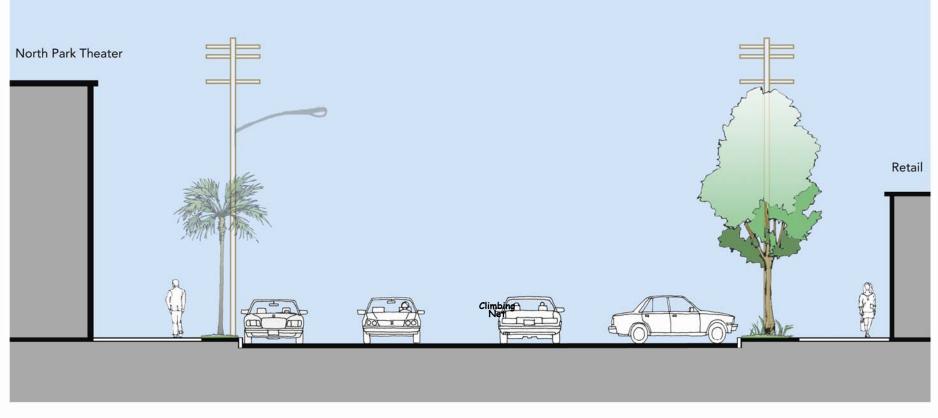


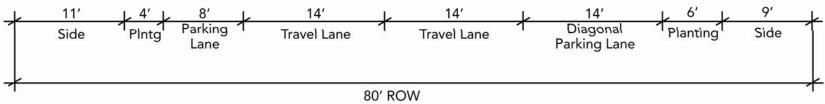


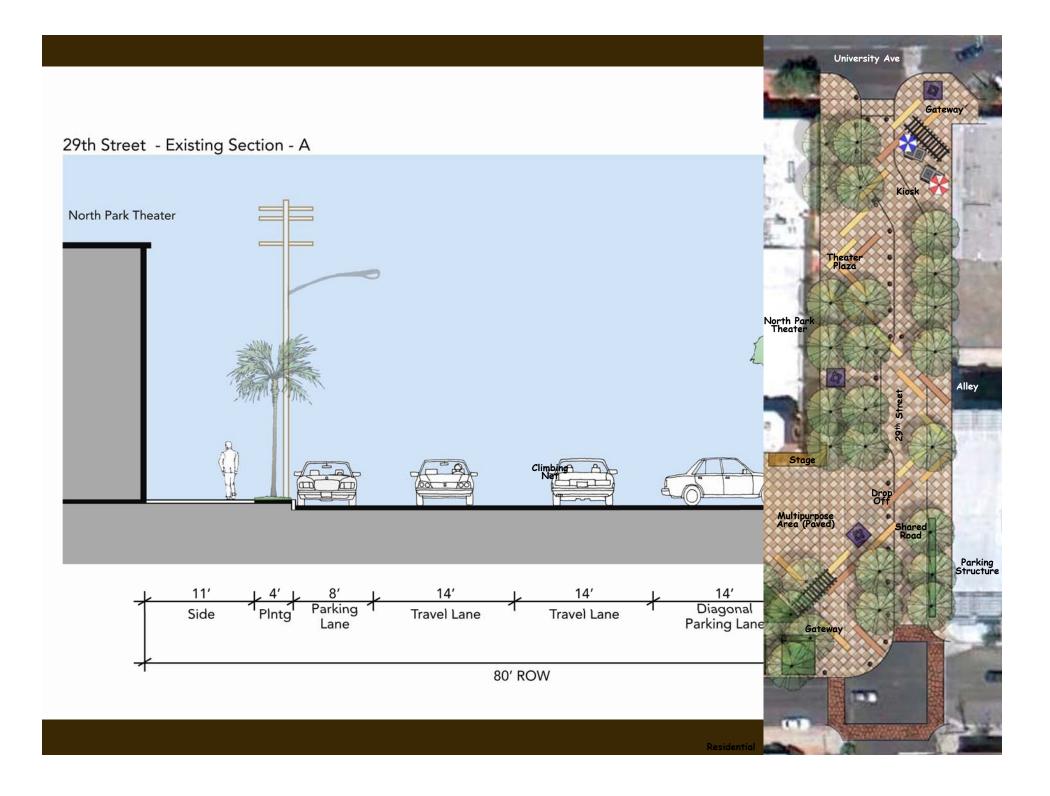


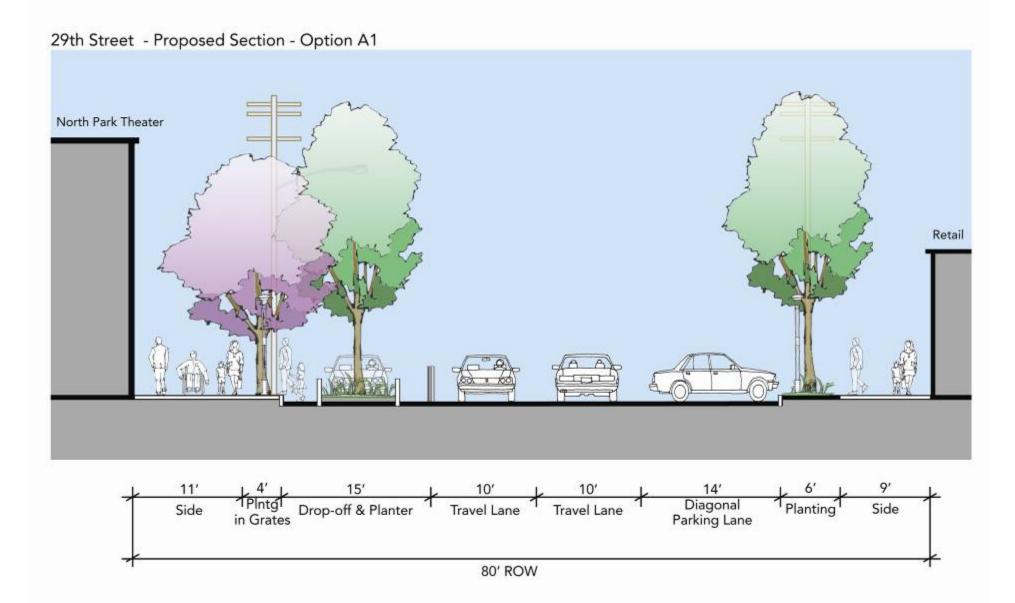


#### 29th Street - Existing Section - A

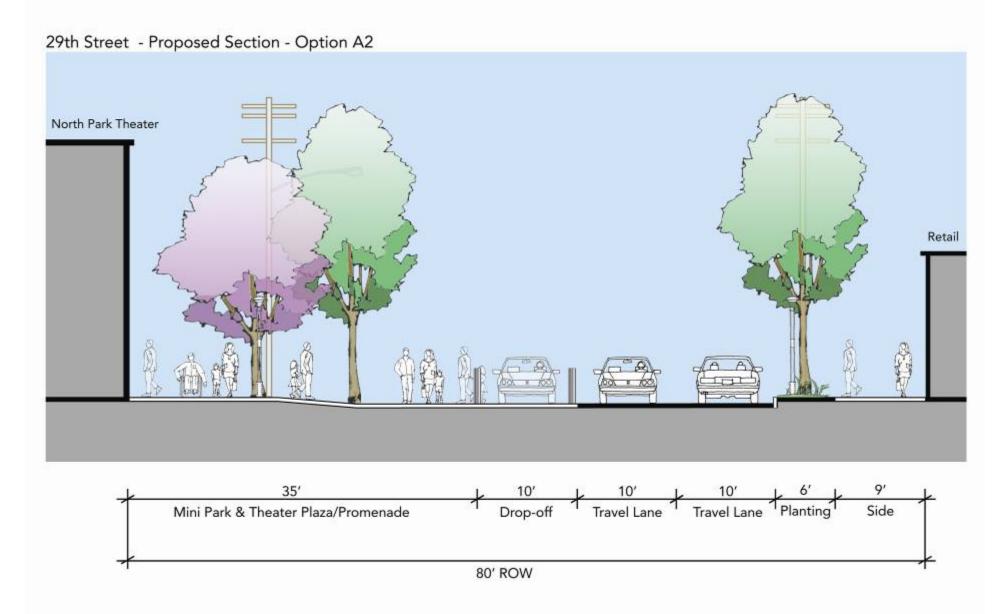




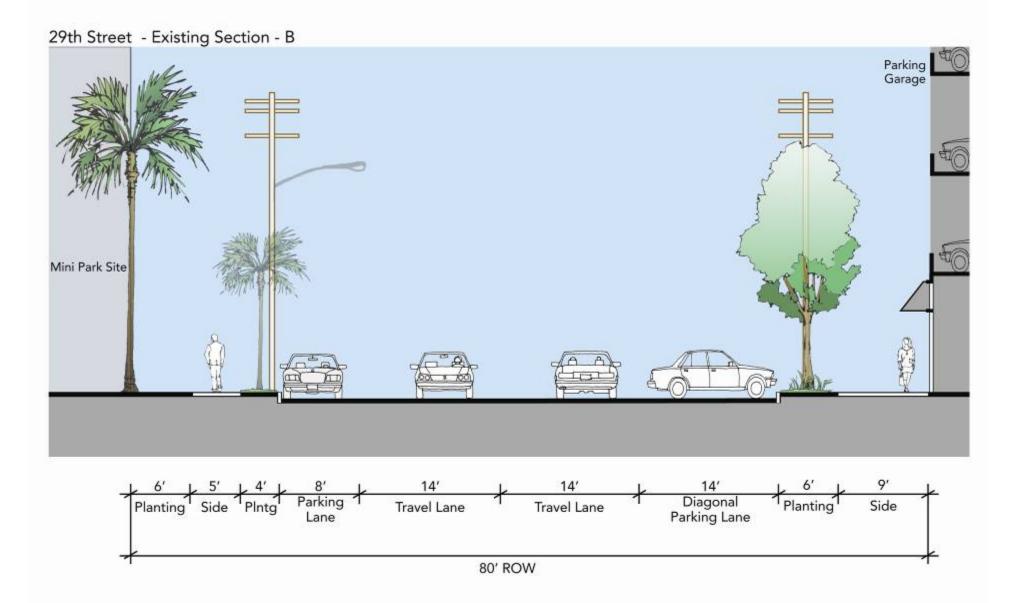


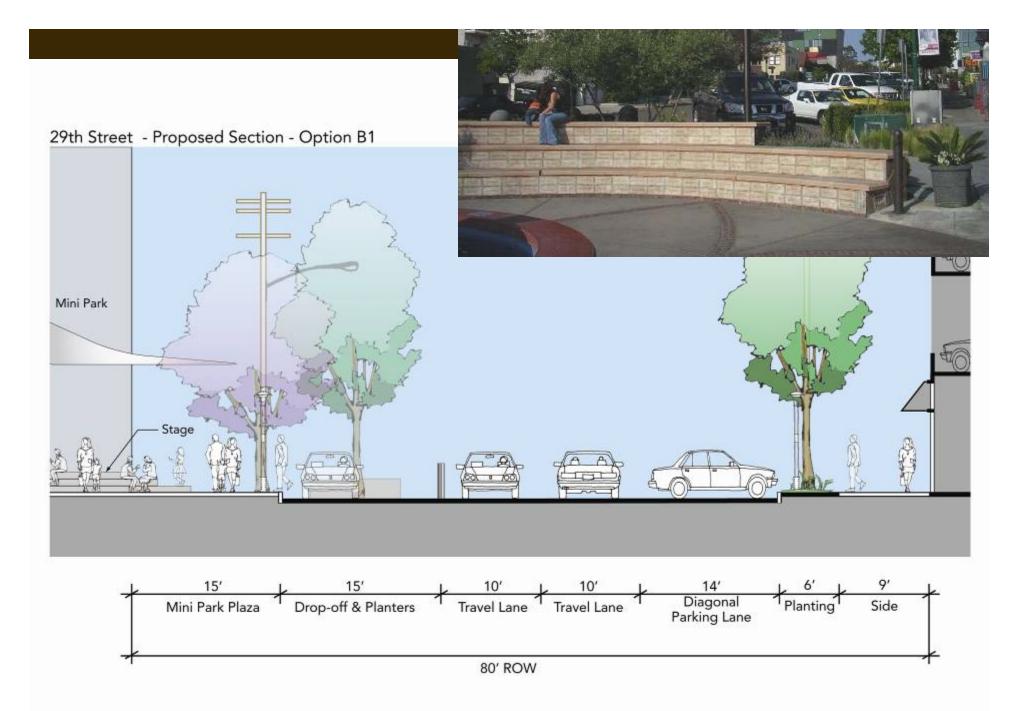


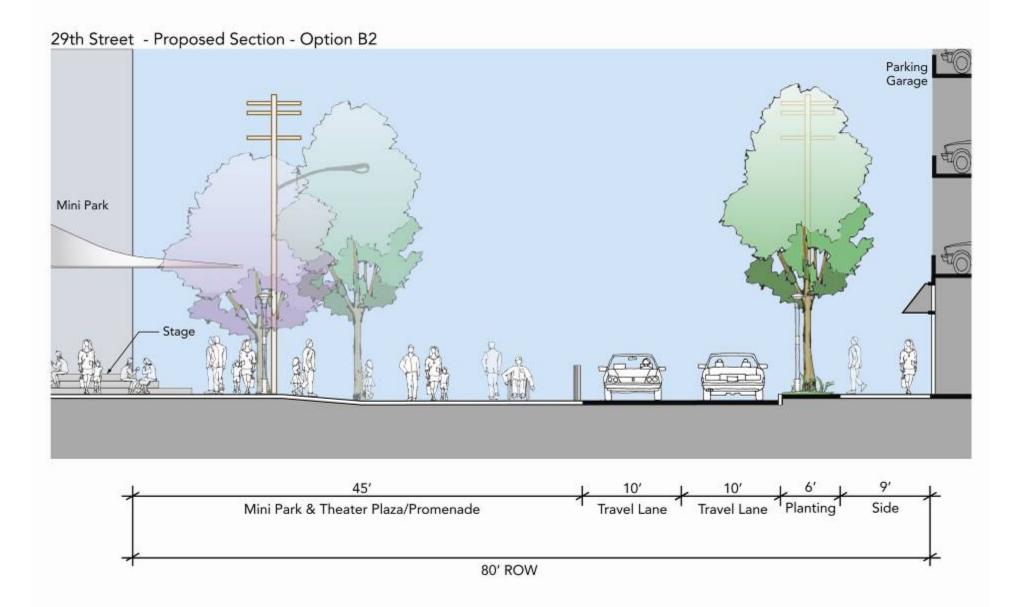


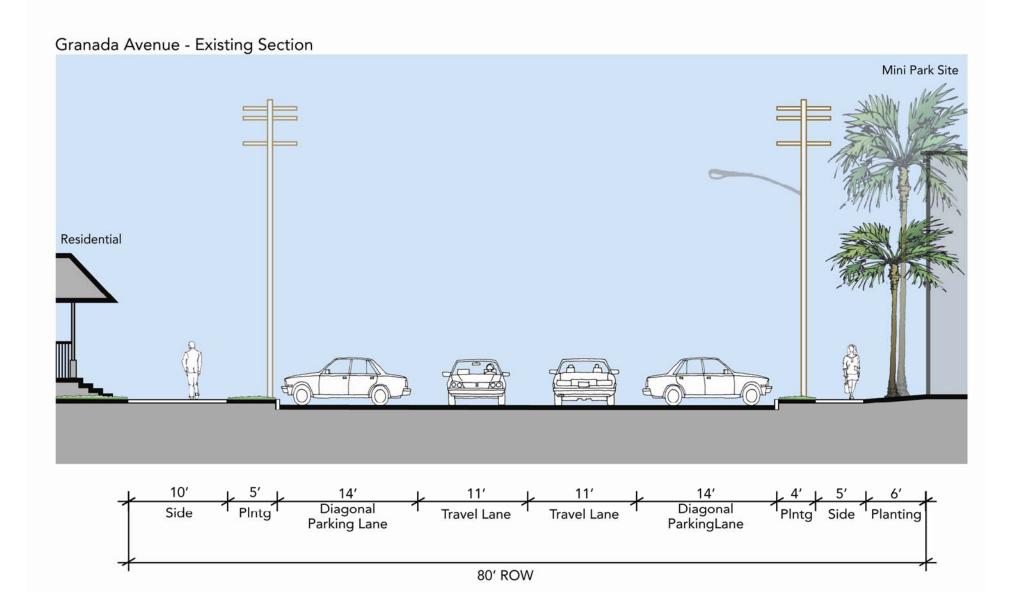


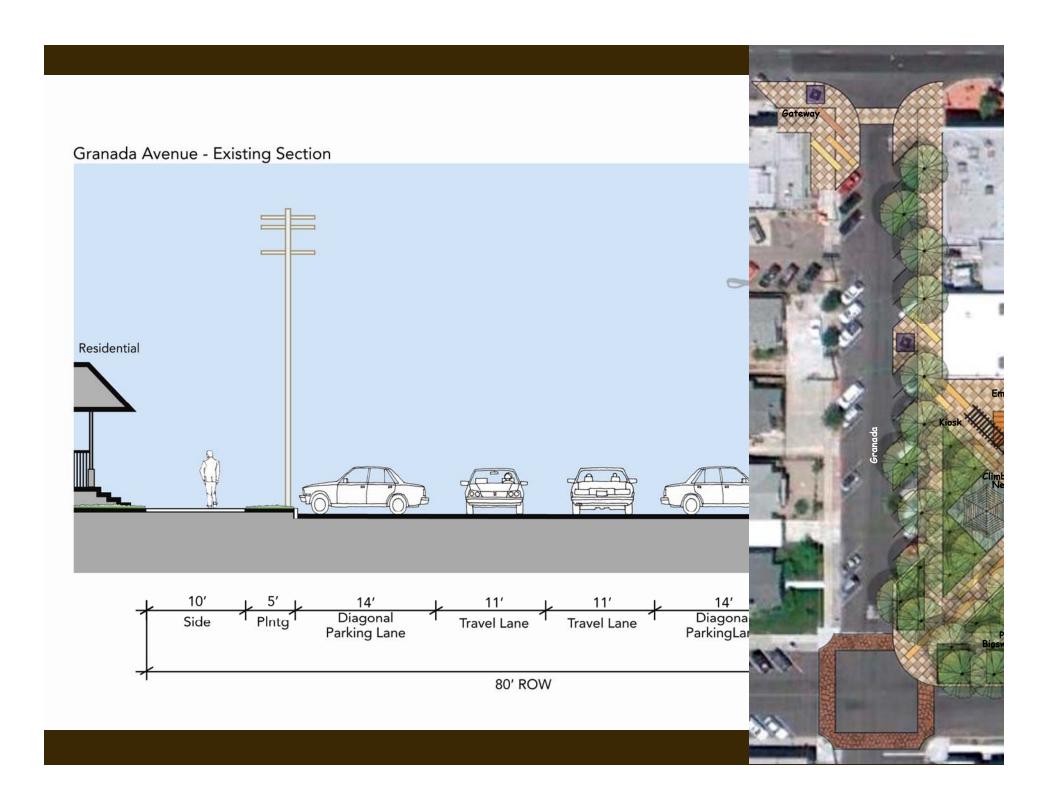


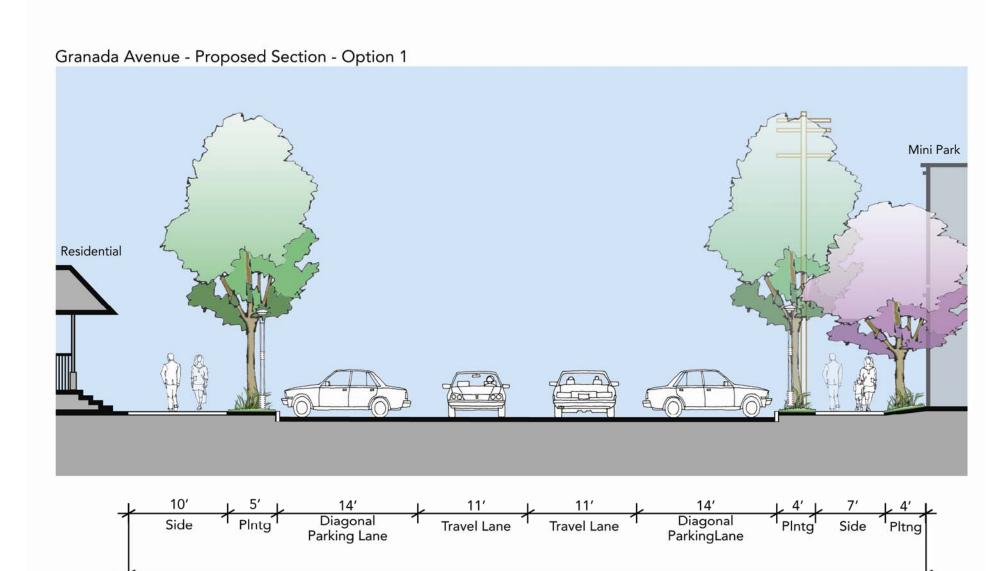




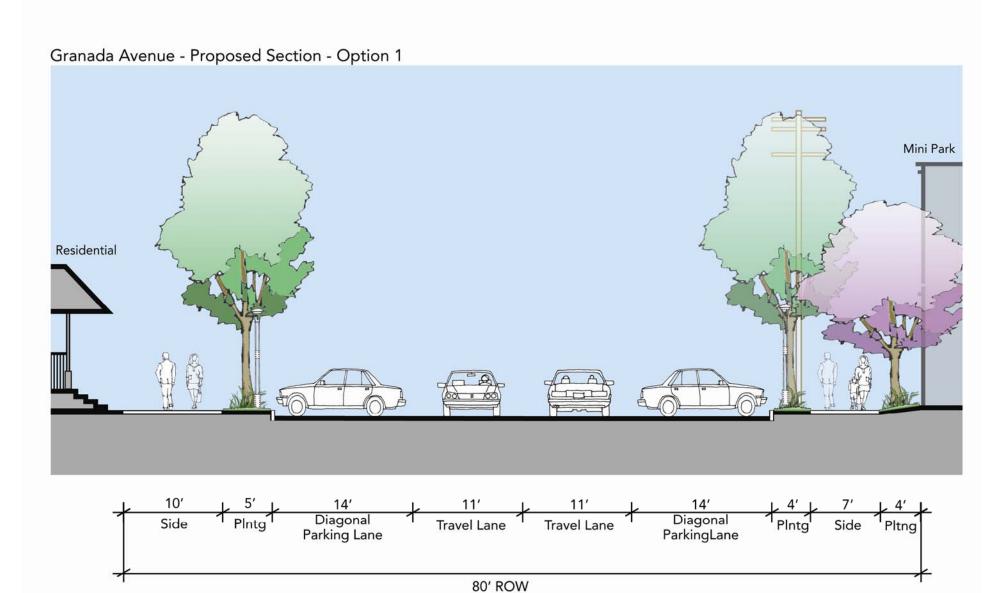


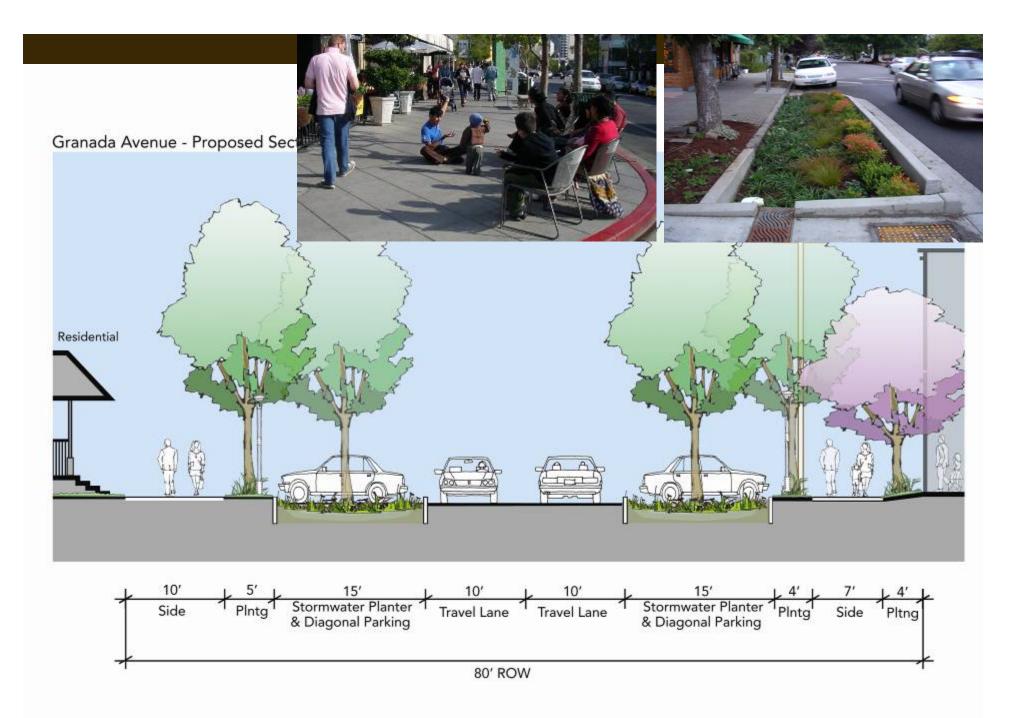




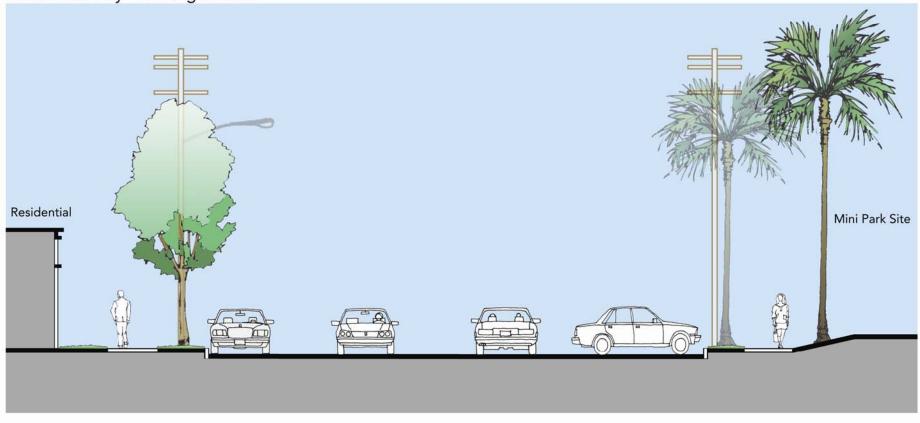


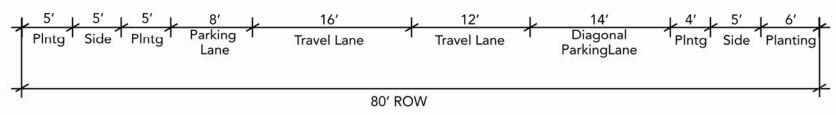
80' ROW

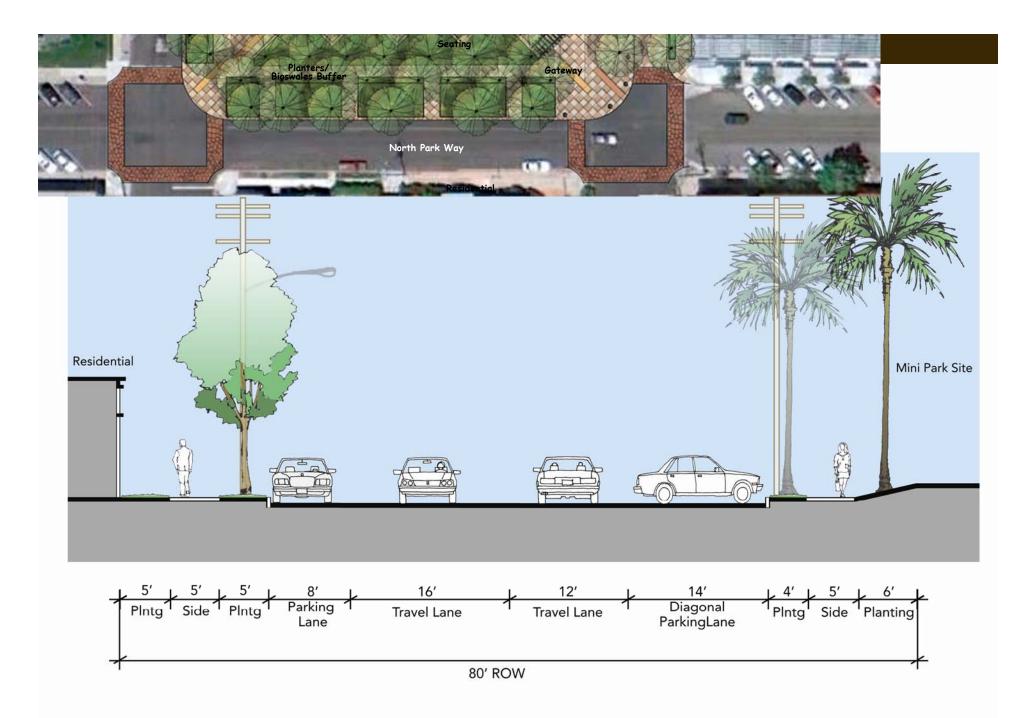


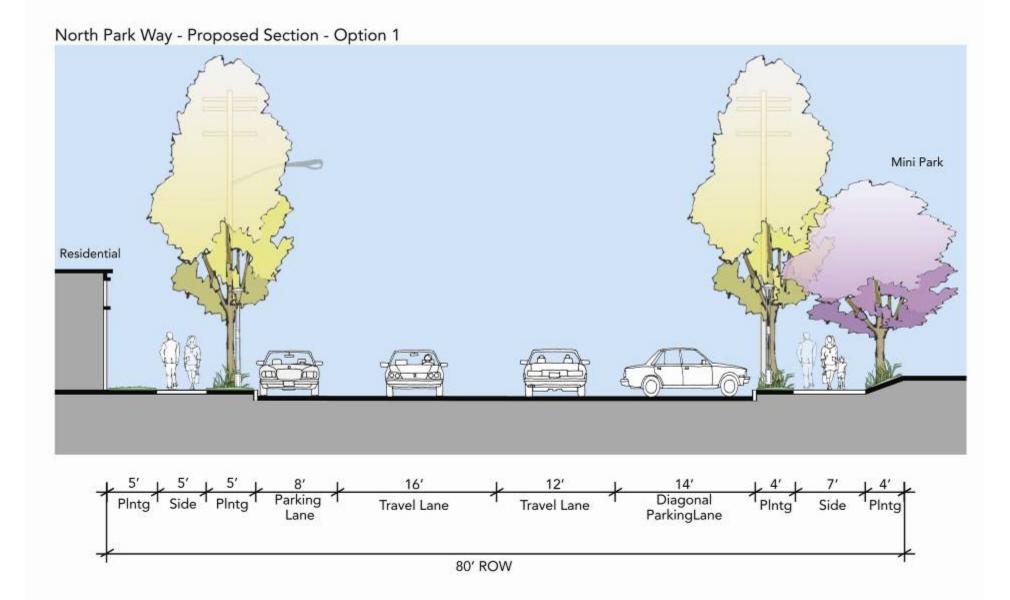




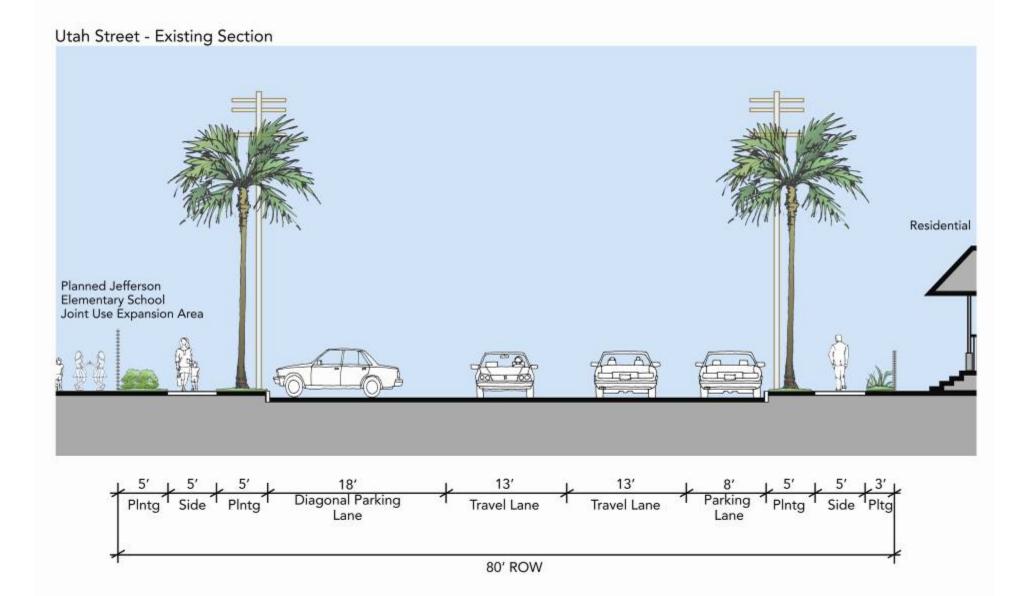




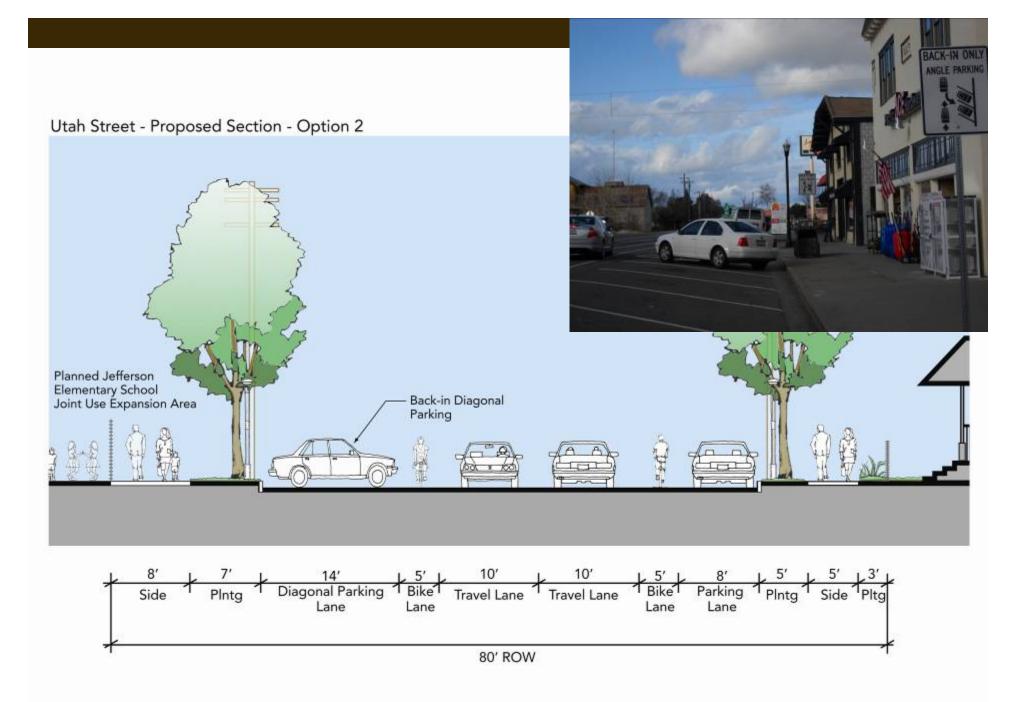












# STRATEGIC IMPLEMENTATION

### **Broadway, New York City**





#### **City Repair, Portland**

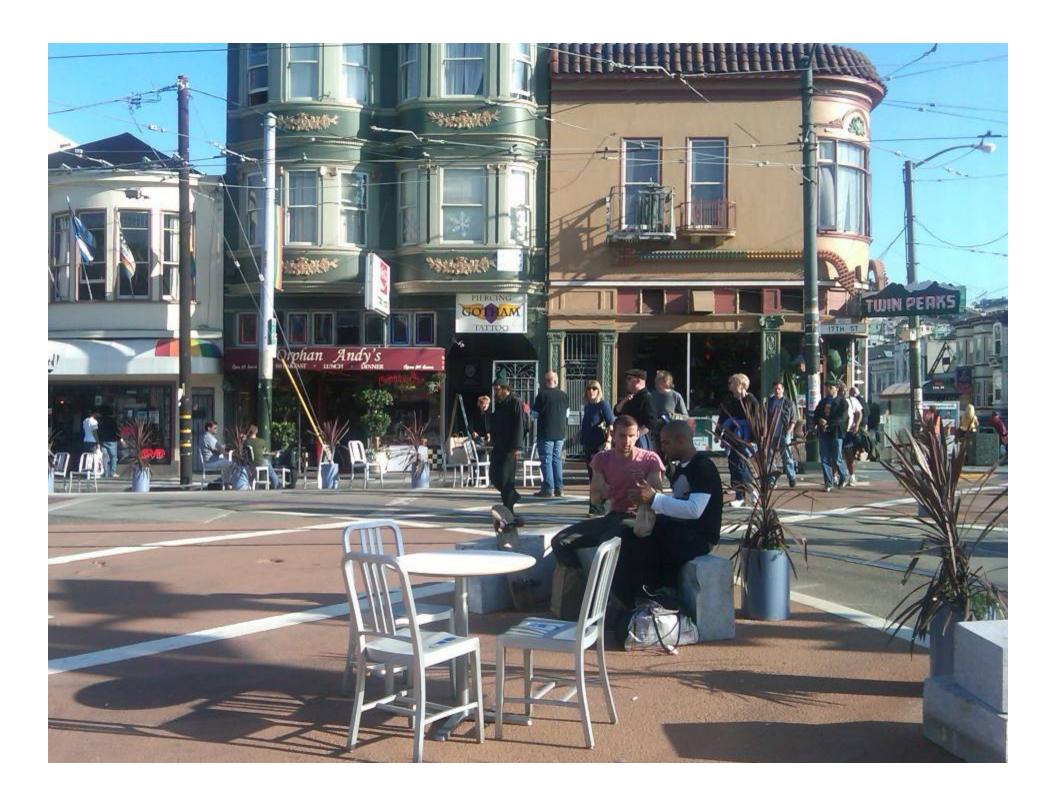


(SE Sherret St & 9th Av, SE 33rd & Yamhill St)

#### **Upper Market, San Francisco**







### **Upper Market, San Francisco**







#### THE CITY OF SAN DIEGO







# North Park Mini-Park & Associated Streetscapes

